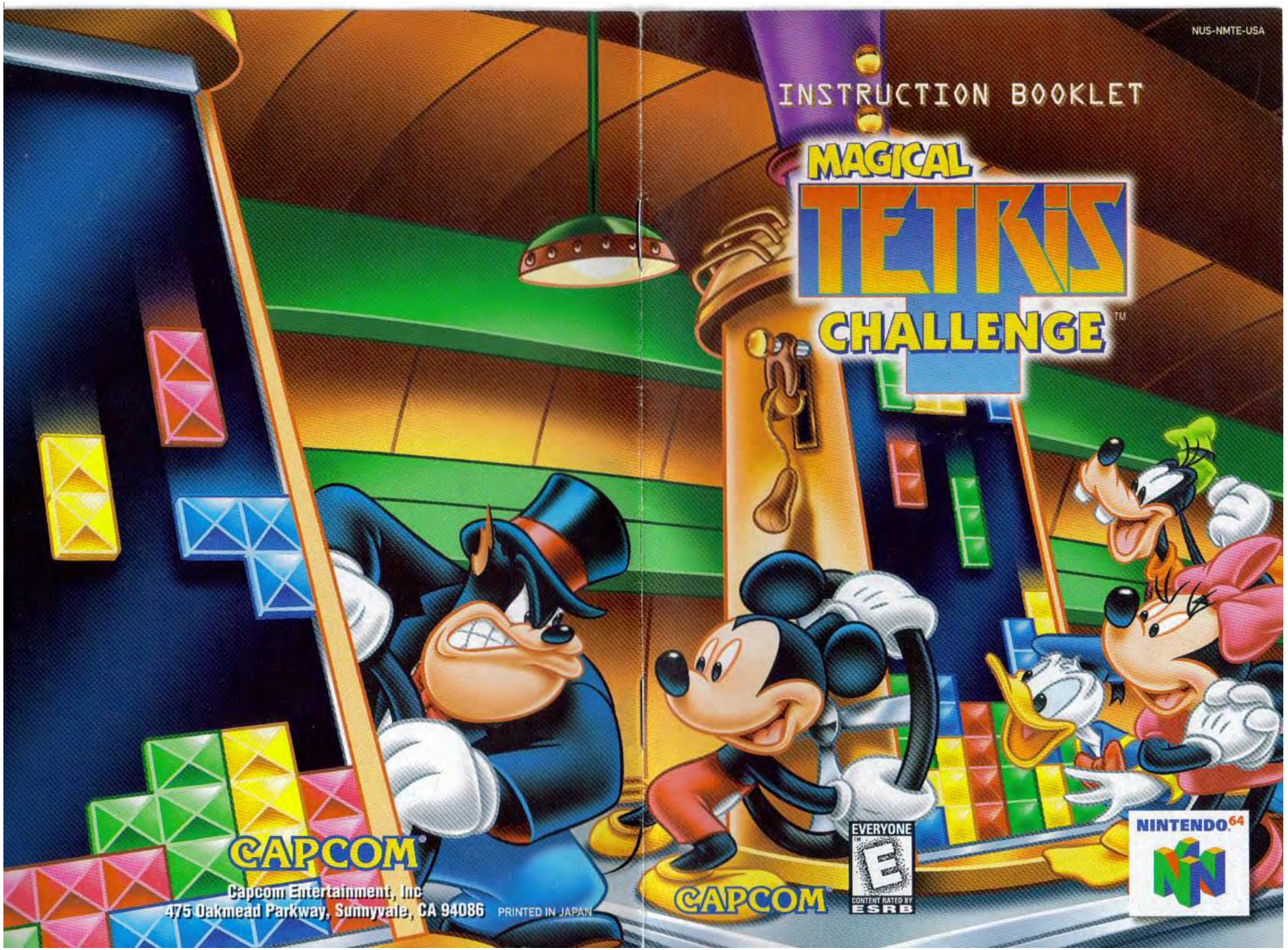
NUS-NMTE-USA

INSTRUCTION BOOKLET

MAGICAL TETRIS CHALLENGE™



CAPCOM®

Capcom Entertainment, Inc.
475 Oakmead Parkway, Sunnyvale, CA 94086

PRINTED IN JAPAN

CAPCOM®

EVERYONE
E
CONTENT RATED BY ESRB

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CAPCOM ENTERTAINMENT, INC. 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

Tetris © 1987 Elorg. Magical Tetris Challenge © 1998 Elorg. Original Concept & Design by Alexey Pajitnov. Magical Tetris Challenge © licensed to The Tetris Company and sublicensed to Capcom Co., Ltd. Magical Tetris Challenge™ sublicensed to Capcom Co., Ltd. by the Tetris Company. All rights reserved.

Disney characters, scenes, storyline, animation, art, sound, music © Disney. All rights reserved.

Developed by Capcom Co., Ltd. T.L.S. (Temporary Landing System) designed by ARIKA CO., LTD.

LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
©1996 NINTENDO OF AMERICA INC.

MAGICAL TETRIS CHALLENGE™

Table of Contents

The Nintendo 64 Controller 2
Controls 3
Story 4
Characters 5
Screen 7
Starting the Game 8
Magical Tetris Mode 9
Endless Mode 13
Updown Tetris Mode 14
Options Mode 15
Tips and Hints 16

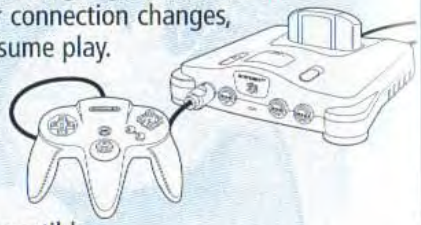
The Nintendo 64 Controller

While playing Magical Tetris Challenge,™ we recommend that you hold your controller like in the shown diagram. By holding the controller like this, you can operate the Control Pad freely with your left thumb. Using your right thumb, you can easily access the A, B, or C Buttons.

Connecting the N64 Controller

To play any of the one-player game modes, connect a controller to the Controller Socket 1 located on the front panel of the Control Deck. For two-player games, connect a second controller to the Controller Socket 2. In a two-player game, Player 1 will use the controller connected to Controller Socket 1 and player 2 will use the controller plugged into the Controller Socket 2. To change the connection during a game, switch the POWER to OFF, make any controller connection changes, then return the POWER to ON to resume play.

You must use two controllers in order to play the Two Player Mode.



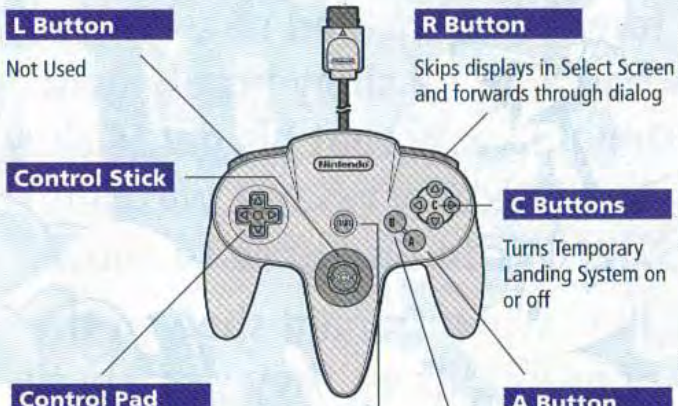
Rumble Pak

Magical Tetris Challenge™ is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

Controls

In Magical Tetris Challenge,™ blocks are moved with the Control Pad, and can be rotated using the A and B Buttons on your controller. The Control Stick, L Button, R Button, or Z Button are not used in this game.

The following are the default controls. All controls can be easily changed in the Options Menu.



Story

Once upon a time, Donald Duck was fishing in his favorite stream. Feeling a tug, Donald quickly reeled in his line. Imagine his surprise when he found that instead of a big fish, he caught a shiny purple gem. Donald knew that his pal Mickey would know what it was, and ran off to his house to show him. When Donald showed the gem to Mickey, they were both surprised to find that it was like nothing they had ever seen before. What secrets could the mysterious gem hold?

Characters

In One Player Story Mode, you can choose to play as one of four of your favorite Disney stars. Each character has a different ending, so be sure to play through them all! Story will vary depending on which character you choose. (There are no other differences in attacking.)

Mickey Mouse

Mickey is the eternal superstar with a strong sense of justice, trusted by his friends. This time also, he plays an active part in discouraging Pete's designs using a mysterious stone.

Minnie Mouse

Minnie is Mickey's girl friend who is cute, stylish and loves beautiful things. She is also good at making cookies. Today, she is baking cookies with the vegetables Goofy gave her.

Donald Duck

Cheerful but testy, Donald is always being involved with troubles. He got a mysterious purple stone while fishing. Here is another presentiment of trouble.

Goofy

A little bit silly but good-natured. Goofy is a friend of Mickey's. He has brought to Minnie's place the vegetables made in his field that he plowed with his proud tractor.

These are some of the bad guys you'll have to face in order to finish the game. You cannot choose the following 3 characters as a player character.

Weasel

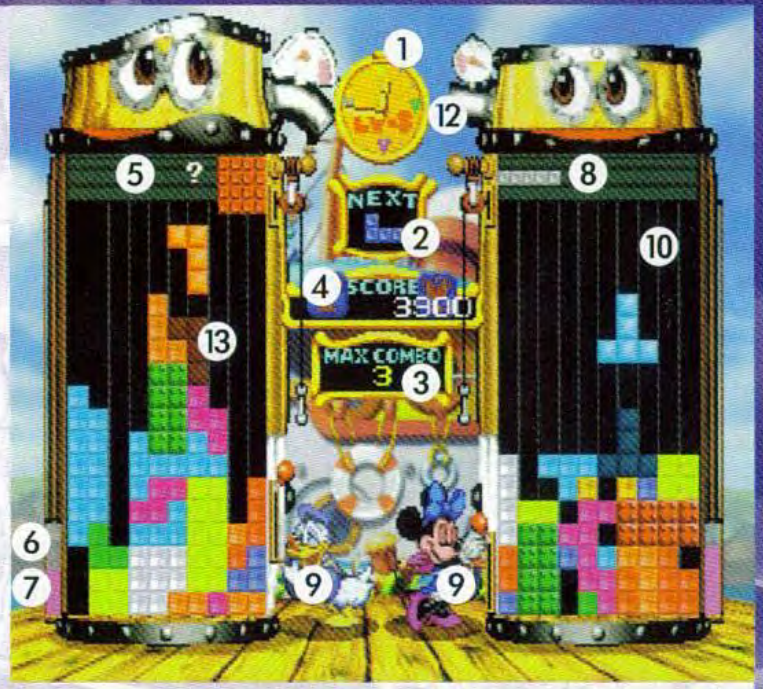
Weasel is one of Pete's followers, who is short-tempered, quarrelsome, but a little weak hearted. He aims at Donald's mysterious stone together with Big Bad Wolf.

Big Bad Wolf

He is also one of Pete's followers who is cunning and pretending cool. He is pretty good at Magical Tetris, and will be a tough rival of Mickey and others.

Pete

A bad guy who is always plotting wicked designs. It looks like he is plotting something again using Weasel and Big Bad Wolf. He has an unparalleled skill in Magical Tetris.



Screen

1 Magical Timer: Shows amount of time played and Magical Level.

2 Next Block Display Panel: Shows the next block which will be dropped on the screen.

3 Combo Display: Shows how many times you cleared lines in a row. The higher the Combo number, the greater the amount of bonus points you receive.

4 Score: (One player mode only) This shows your score.

5 Obstacle Block Stock Area: This shows you the Obstacle and Counter Blocks.

6 Magical Gauge: When this gauge becomes full, blocks on the same level or higher than the Magical Gauge will be cleared.

7 Magical Energy: Energy is built up in your Magical Gauge whenever you clear a line or are attacked by your opponent.

8 Items: Shows the number of Obstacle Blocks that are sent to your opponent's playfield.

9 Characters: Player One is on the left, Player Two is on the right.

10 Guidelines: These help you to see the lines. Guidelines begin to blink when your Magical Gauge is nearly full.

11 Number of Lines Cleared (Endless Tetris Mode only): Shows how many lines you have cleared (not shown).

12 Level (Endless Tetris Mode only): Shows your current game level.

13 Temporary Landing System: The shadow of the block shows where the block will end up when it lands.

Starting the Game

Press the **Start Button** at the Title Screen and the Mode Select Screen will appear. Press the **A Button** to choose the game that you would like to play. You can change the settings of the game in the Options Screen.

Mode Select

This is head-to-head style Tetris where players compete against each other or the computer. Players send Obstacle Blocks to their opponents based on the number of lines they cleared at one time. The more lines you clear, the bigger the Obstacle Blocks become.

Endless Tetris Mode

Standard or Magical Tetris without the Story Mode.

Updown Tetris Mode

Another head-to-head Tetris game. In this Mode, when a player clears a line of blocks, it causes a line of blocks to appear at the bottom of the opponent's screen, pushing their blocks higher and higher towards the top.

Game Option Mode

Game configurations can be adjusted here.

Magical Tetris Mode

Start the Game

Choose Magical Tetris Mode in the Mode Select Screen.

Choose Your Character

Press A to select from the four available characters. In Two Player Mode, you can cancel your selection by pressing the **B Button** before your opponent has chosen.

Choose Your Skill Level

Practice, Normal, or Beginner. Note that in the Practice Mode, you cannot pause the game.

Adjust Your Handicap and Max Round Number

The greater your handicap, the easier the game will be.

When the Max Round Number is set to "1," you play only one game. If it is set to "3," the player who wins two rounds is the winner. If it is set to "5," the person who wins 3 rounds is the winner.

Game Modes

Choose from the four Disney characters. Each character has their own story for you to enjoy. You can fast-forward through the dialog by pressing the **A Button**, and end the dialog by pressing the **R Button**. You can continue as many times as you want.

If another player joins in at any time, the story will follow the character of the person who wins the match.

Name Entry

If your score is in the Top 10 when you finish the game, you can enter up to three letters of your name. Letters are chosen by pushing the **Control Pad** left or right, and confirmed by pushing the **A Button**. If you make a mistake, you can cancel the chosen letter by pressing the **B Button**. Your initials are not saved once the game is turned off.

VS Mode

You must have two controllers inserted into your Nintendo® 64 before turning on the power in order to play player vs mode. In this Mode, each player chooses a character and competes. You cannot both choose the same character, so please share!

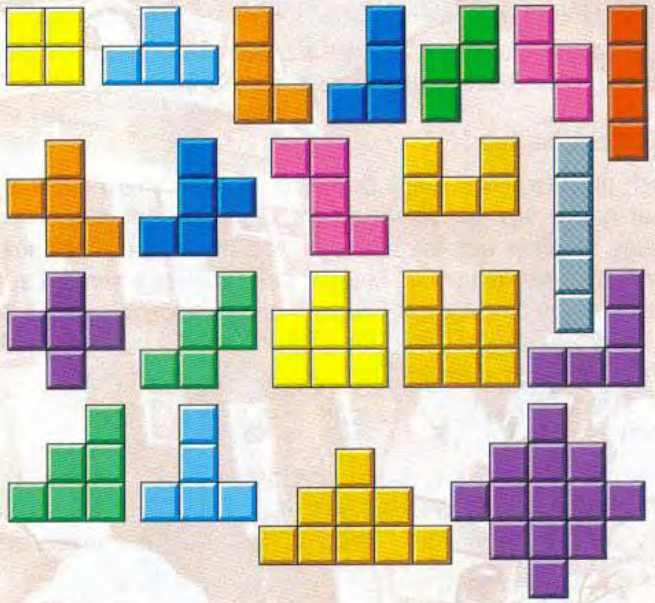
Basic Rules of Tetris

Tetris is a deceptively simple, completely addictive electronic puzzle game. The object of the game is to position the falling shapes, called "Tetraminoes," across the bottom of a rectangular pit. Tetraminoes are shapes created from 4 blocks joined together into 7 different patterns. The Tetraminoes must be rotated as they fall and positioned across the bottom leaving no open spaces. When an entire horizontal line fills with blocks, the line clears from the screen. If lines are not completely filled with blocks, they will not clear from the screen, and the Tetraminoes will continue to stack up higher and higher. If the stack of Tetraminoes reaches the top, the game is over!

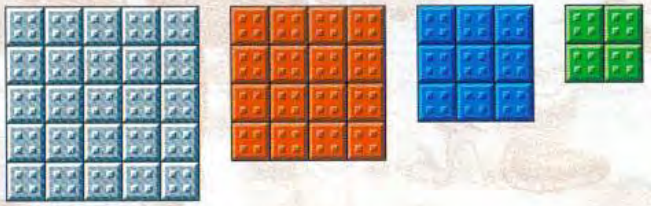
Magical Tetris Features

Whenever you clear a line, Obstacle Blocks are sent to your opponent's playfield. The more lines you clear at once, the more blocks are sent to the opponent's playfield.

Obstacle Blocks



Counter Blocks



Counter

If you clear more than one line when there is an Obstacle Block in your Stock Area, the block will be sent to your opponent's playfield as a Counter Block. The Counter Block can be sent back to you by another counter from your opponent. Each time you

or your opponent perform a counter, the counter block grows larger, and "?" will be displayed in the Stock Area.

The Counter Block starts off as 2x2, but will grow up to 5x5. Once it reaches 5x5, the block cannot be countered again.

Magical Gauge

Each time you clear a line or are attacked by your opponent, your gauge fills up with a bit of magical energy. When the gauge becomes full, the blocks in your playfield on the same level or higher than your Magical Level will be cleared. Each time you use the Magical Gauge, it becomes longer and harder to fill. The Guidelines in the background will begin to blink when the gauge is almost full.

Pentris

A Pentris block (1x5) is one of the Obstacle Blocks dropped by a Magical Attack. If you manage to clear five lines at once with this, the screen will say "Pentris!" and a more complicated block will be sent to your opponent.

Magical Level

For every minute you play the game, your Magical Level is increased by four blocks. The higher the level, the more Obstacle Blocks and Counter Blocks are sent to your opponent when you clear a line.

Magical Timer

This display shows both the amount of time played on the level and the Magical Level. As the Magical Level goes up, the color of the display will change from blue to green to yellow to red.

Next Block

In Magical Tetris, the next block to be dropped is shown in the Next Block Display Panel. This block is on a first-come, first-served basis, so you'll want to drop your blocks quickly in order to get the block you want.

Endless Mode

In this Mode, you play Standard or Magical Tetris without the stories.

Start the Game

Choose Endless Mode from the various games. You can choose to play either Endless Tetris or Endless Magical Tetris. Select your character and then a difficulty level.

Game Mode

Endless Tetris: This is standard Tetris without obstacle blocks. If you choose to play the Two Player Mode, each player can play Tetris separately.

Endless Magical Tetris: In this Mode, you can enjoy Magical Tetris continuously without the stories.

Updown Tetris

Basic Rules

Move the blocks as they drop, turning them about to form straight horizontal lines. Whenever you complete a line, it is cleared from the screen. If your playfield becomes filled with blocks, the game is lost. If you clear more than one line, the blocks in your opponent's playfield will rise up. The more lines you clear, the higher your opponent's playfield will lift.

Start the Game

Choose Updown Tetris from the options available. Choose either One or Two Player Mode, then select your character. In Two Player mode, you can cancel your selection by pressing the **B Button** before your opponent has chosen.

1P Mode: Choose a difficulty level from Easy, Normal or Expert.

2P Mode: Adjust your handicap. The bigger the number, the easier the game is.

Game Mode

Enjoy a match against the computer. Another player can join in with you at any time, and you can continue as often as you'd like.

VS Mode (Two Player Mode)

In this Mode, two players choose their characters and compete against each other. You cannot both choose the same character, so please share!

Options Mode

Difficulty

You can set the difficulty of the game from Very Easy to Very Difficult

Button Settings

You can change your buttons to the configuration that best suits your playing style.

Sound Mode

You can choose to play the game in either Mono or Stereo, depending on your TV.

To return to the Mode Select Screen, choose "Go Back to Menu."

Tips and Hints

Combo Bonus

If you clear lines one after the other, you'll get a Combo Bonus based on the amount of times you cleared lines. This is very helpful for achieving high scores.

Clear 5x5 Blocks

If you find yourself on the receiving end of two 5X5 blocks, don't panic! Put them in the right place and you may be able to turn the game around.

Shorten the Magical Gauge

There's a trick to shortening the Magical Gauge in order to break your blocks. Try to find out what it is!

Quick Drop

Magical Tetris is all about scrambling to get the next block. Use the Quick Drop effectively to get the block you need.

WARNINGS AND CONSUMER INFORMATION

Credits: Translation – Masayuki Fukumoto; Creative Services – Michi Morita, Jennifer Deauville, Marion Clifford; Marketing – Todd Thorson, Sean Mylett, Robert Johnson; Manual Design – Studio eM; Package Design – Michi Morita; PR – Melinda Mongelluzzo, Matt Atwood; Special Thanks to Tom Shiraiwa, Miki Takano, Robert Lindsey, Cammy Budd and Nate McIlvain.

90-Day Limited Warranty

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Nintendo 64 Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the $20.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.